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G07F 17/34

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G4V 118 AA  
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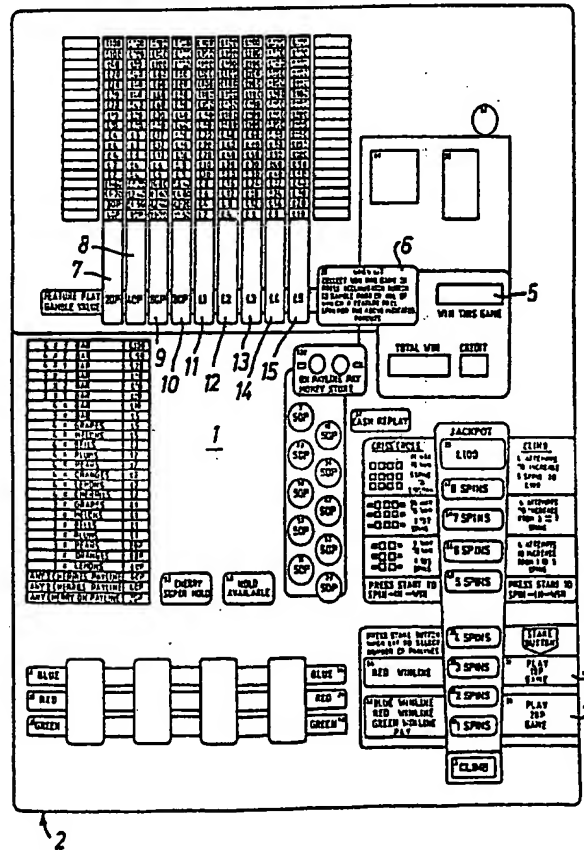
(56) Documents cited  
GB A 2161009 GB A 2148037  
GB A 2161008 GB A 2147442  
GB A 2152252 GB A 2114347

(58) Field of search  
G4V  
Selected US specifications from IPC sub-classes G07F  
A63F

(54) Amusement with prizes machine

(57) An amusement-with-prizes machine 2 which is coin- or token- freed, there being a slot (not shown) on a fascia 1 for receipt of a coin or token to start a game, and various buttons to select different features such as a "10p" game button 3 and a "20p" game button 4.

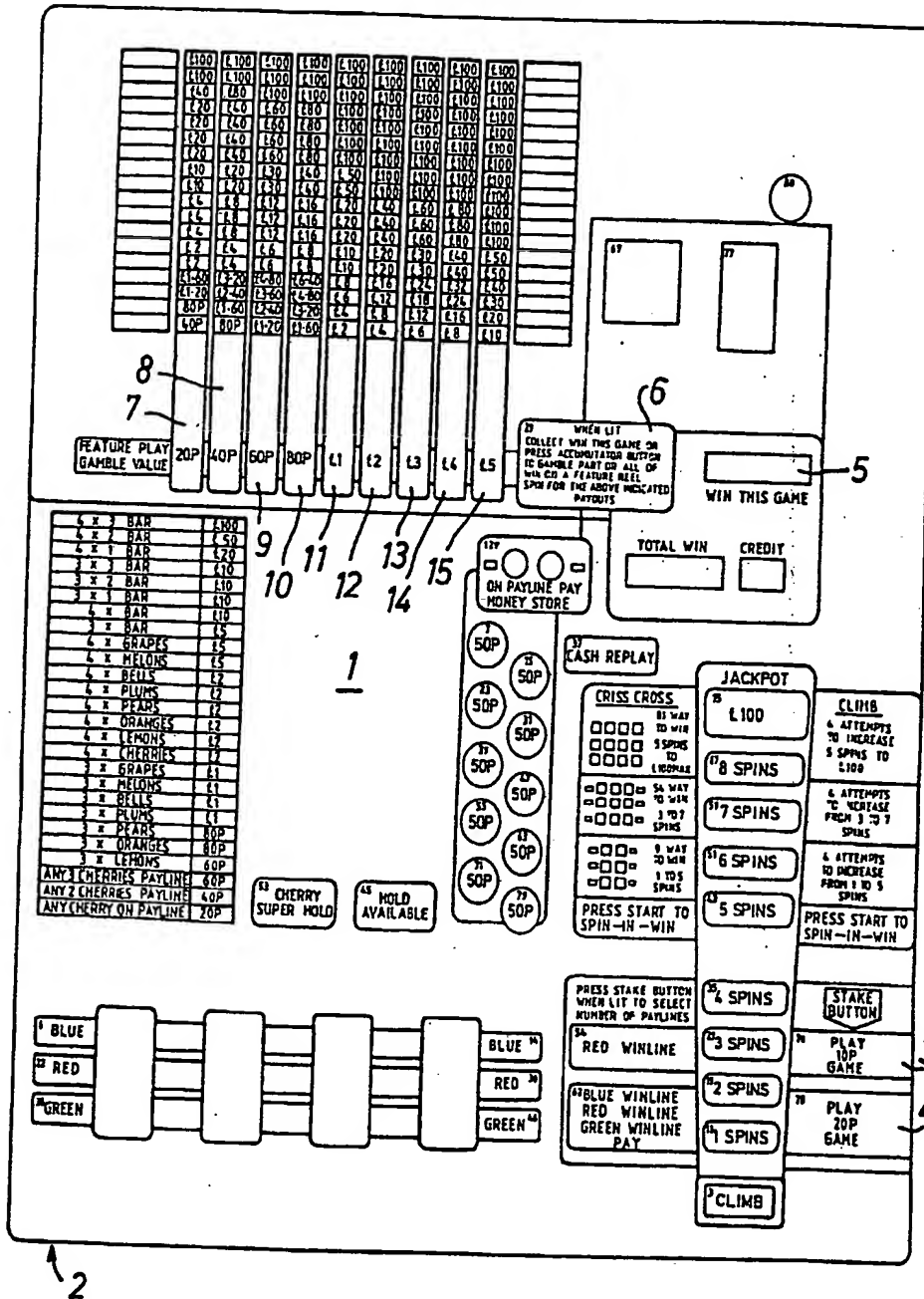
The machine 2 includes means to apportion a prize into a first portion and a second portion and means to increment or decrement at least part of one of the portions of the prize whereby a second prize may be obtained.



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## SPECIFICATION

## Amusement with prizes machines

- 5 The invention relates to coin - or token - freed amusement with prizes machines, such as fruit machines.

According to the invention there is provided an amusement with prizes machine which is coin - or token - freed, including means to determine a prize,  
10 means to apportion the prize into a first portion and a second portion, and means to increment or decrement at least part of one of said portions of the prize whereby a second prize may be obtained.

Using the invention it is therefore possible to provide effectively a multi-start game using a single initial coin or token.

The machine may include means whereby when a jackpot is attained on operation of the means to increment or decrement the portion of the prize, said  
20 jackpot is automatically paid out.

The means to increment or decrement the at least part of one of said portions may be adapted to increment the whole of said one portion in a single additional game.

- 25 There may be means whereby, when said one portion is decremented to zero, the other portion may be incremented or decremented.

Alternatively, there may be means whereby the other portion is paid out.

- 30 An amusement with prizes machine embodying the invention is hereinafter described, by way of example with reference to the accompanying drawing, which shows a schematic layout of the fascia of one machine according to the invention.

- 35 Referring to the drawing there is shown a fascia 1 of an amusement<sup>h</sup> with-prizes machine 2 which is coin - or token - freed, there being a slot (not shown) for receipt of a coin or token to start a game, and various buttons to select different features such as a  
40 "10p" game button 3 and a "20p" game button 4.

The machine 2 includes means to apportion a prize into a first portion and a second portion and means to increment or decrement at least part of one of the portions of the prize whereby a second prize may be  
45 obtained.

- Thus on insertion of a coin or token, say a 20p coin, in the slot and pressing one of the buttons 3 or 4 and playing a game, if say a £10 prize is achieved, this is shown in the panel 5, and the panel 6 is illuminated to  
50 show that the win can be collected *in toto*, or part can be gambled by pressing an accumulator button of the buttons 7-15. Thus if £5 is to be gambled the button 15 is pressed. If all of the part gambled is decremented (lost) the remaining portion can either be  
55 gambled, or collected by pressing an appropriate button 7-15. On the other hand, if the gambled part of the prize is incremented (a win) then this appears in the panel 5, and part of this win can be used as before for trying to increment (or decrement) that part of the  
60 prize of the second game. Thus several games, or a multi-start, game can be played for an initial stake. When a pre-determined prize limit is achieved, or the player wishes to collect, he can do so by pressing a button to pay out his accumulated prizes, and the  
65 game is over. Alternatively, if the prizes are lost, the

game is over too.

The machine may have usual physical reels, or may have a video screen on which the reels appear.

## 70 CLAIMS

1. An amusement with prizes machine which is coin - or token<sup>h</sup> freed, comprising means to determine a prize, means to apportion the prize into a first  
75 portion and a second portion, and means to increment or decrement at least part of one of said portions of the prize whereby a second prize may be obtained.

2. A machine according to Claim 1, comprising means whereby when a jackpot is attained on operation of the means to increment or decrement the portion of the prize, said jackpot is automatically paid  
80 out.

3. A machine according to Claim 1 or Claim 2, the means to increment or decrement the at least part of one of said portions being adapted to increment the whole of said one portion in a single additional  
85 game.

4. A machine according to any preceding claim, including means whereby, when said one portion is decremented to zero, the other portion is incremented or decremented.

5. A machine according to any of Claims 1 to 4, including means whereby the other portion is paid  
90 out when said one portion is incremented or decremented.

6. An amusement with prizes machine which is coin - or token<sup>h</sup> freed, substantially as hereinbefore described with reference to the accompanying  
95 drawings.